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COVER A

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WALT Disney's  
**DONALD  
DUCK** AND FRIENDS



WALT DISNEY'S

# DONALD DUCK

AND FRIENDS

356 2010  
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COVER B

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**SOUVENIR DE PARIS EPILOGUE**  
**WRITER: MARCO BOSCO**  
**ARTIST: VITALE MANGIATORDI**

**TOTAL RESET BUTTON PART 1**  
**WRITER: MARCO BOSCO**  
**ARTIST: FRANCESCO D'IPPOLITO**



**ASSISTANT EDITOR:**  
**CHRISTOPHER BURNS**

**TRANSLATOR:**  
**SAIDA TEMOFONTE**

**EDITOR:**  
**CHRISTOPHER MEYER**

**LETTERER:**  
**JOSE MACASOCCOL JR.**

**COVER A: GIORGIO**  
**CAVAZZANO**  
**COLORS/CYRILLE LERICHE**

**COVER B: GIORGIO**  
**CAVAZZANO**  
**COLORS/ANDREW DALHOUSE**

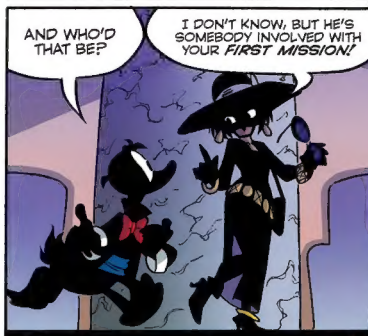
**SPECIAL THANKS TO: JESSE POST,**  
**LAUREN KRESSEL, AND**  
**ELENA GARBO**



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PREVIOUSLY IN DONALD DUCK & FRIENDS 355...

THE **ORGANIZATION**, SWORN ENEMY OF THE **AGENCY** REMAINS IN PURSUIT OF THE **'UNIVERSAL KEY'**, A SOFTWARE DISC CAPABLE OF OVERRIDING ANY COMPUTER SYSTEM IN EXISTENCE; AND THE ONLY DUCK DARING ENOUGH TO KEEP IT OUT OF THEIR HANDS IS **DONALD DUCK** AKA **DOUBLE DUCK!** NOW, EVIL AGENTS FROM THE ORGANIZATION HAVE PRETENDED TO KIDNAP **DAISY** IN ORDER TO FORCE OUR HERO INTO SURRENDERING THE DISC. JUST AS OUR SUPER-SPY PREPARES TO HAND IT OVER, HE'S UNEXPECTEDLY RESCUED BY **KAY K**, DOUBLE DUCK'S EX-PARTNER WHO HAS BEEN SECRETLY WORKING FOR THE AGENCY AS A DOUBLE AGENT. SHE SHOWS UP IN THE NICK OF TIME TO GET THE DISC TO SAFETY AND INFORM DONALD THAT SOMEONE'S PLOTTING TO TAKE HIM OUT...



AND WHO'D THAT BE?

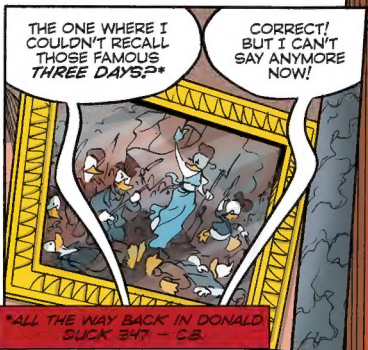
I DON'T KNOW, BUT HE'S SOMEBODY INVOLVED WITH YOUR **FIRST MISSION!**

I'LL SEE YOU SOON, DD! WATCH YOUR BACK!

I'LL DO MY BEST!

REMEMBER, **NO ONE** MUST KNOW I HELPED YOU!

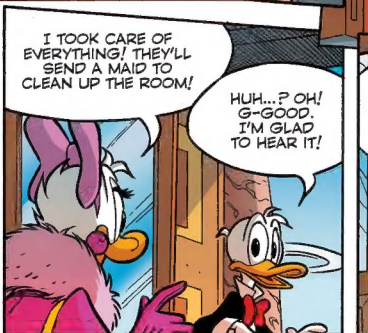
DON'T WORRY. YOUR SECRET'S SAFE WITH ME.



THE ONE WHERE I COULDN'T RECALL THOSE FAMOUS **THREE DAYS?**

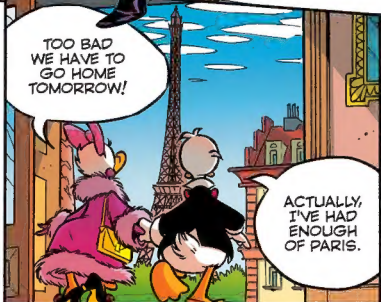
CORRECT! BUT I CAN'T SAY ANYMORE NOW!

\*ALL THE WAY BACK IN DONALD DUCK 347 - C.B.



I TOOK CARE OF EVERYTHING! THEY'LL SEND A MAID TO CLEAN UP THE ROOM!

HUH...? OH! G-GOOD. I'M GLAD TO HEAR IT!



TOO BAD WE HAVE TO GO HOME TOMORROW!

ACTUALLY, I'VE HAD ENOUGH OF PARIS.

THE NEXT EVENING...



MISSION ACCOMPLISHED, DIRECTOR! HERE'S THE RECOVERED DISC!

OUTSTANDING WORK, DOUBLE DUCK! I *KNEW* I COULD COUNT ON YOU!

I'LL SHOW YOU ITS CONTENTS! YOU EARNED IT!

I REALLY WANT TO SEE THIS FAMOUS KEY!



THAT'S RIGHT! THE KEY IS REALLY IN HERE!

DAISY'S MUSIC BOX, P!

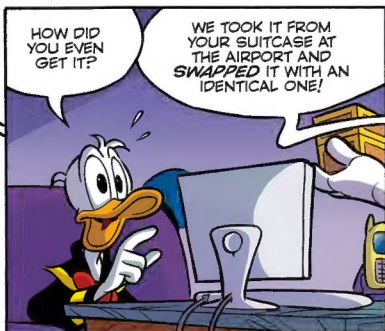


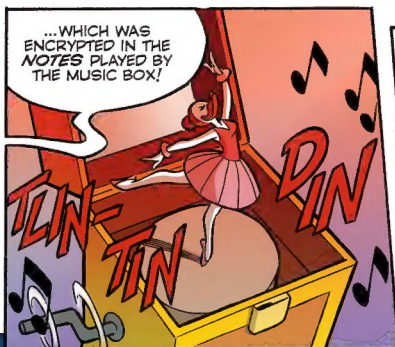
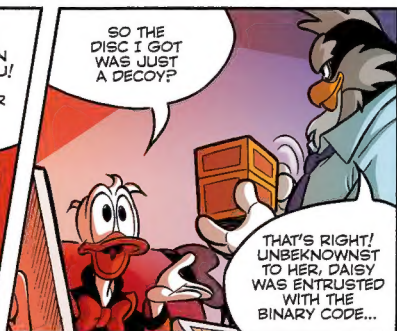
**»GULP!«**  
IT'S A VIDEOGAME!

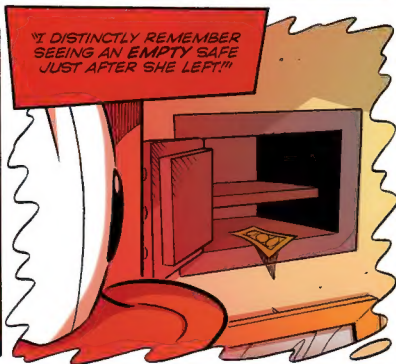
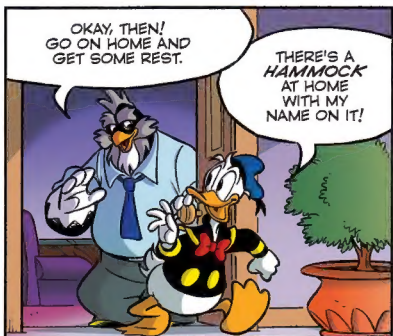
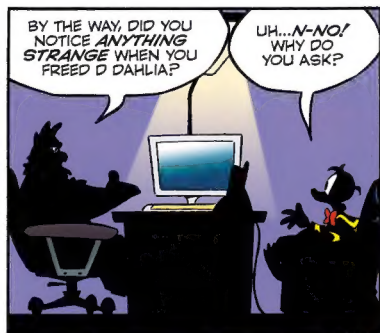


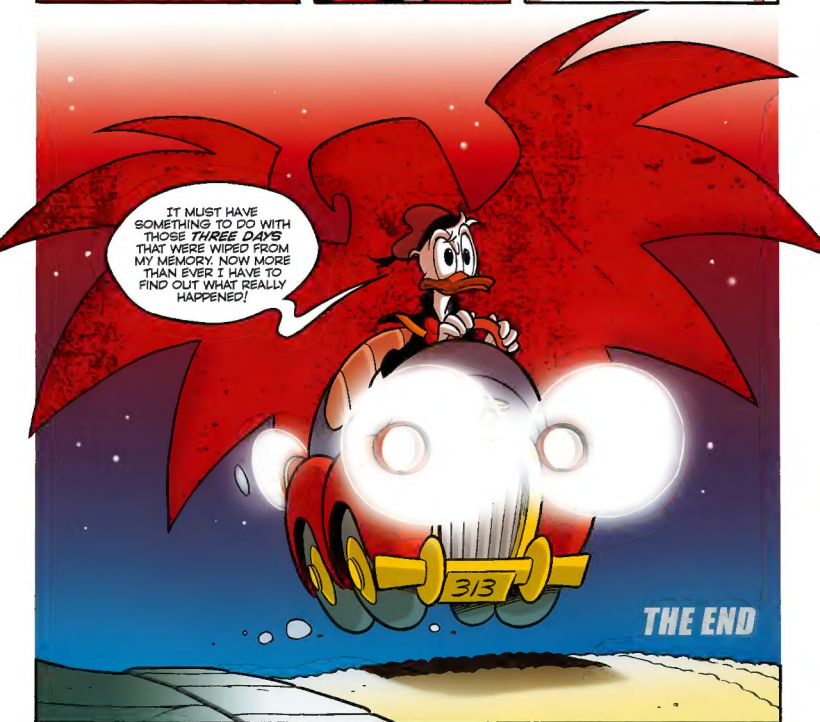
HOW DID YOU EVEN GET IT?

WE TOOK IT FROM YOUR SUITCASE AT THE AIRPORT AND **SWAPPED** IT WITH AN IDENTICAL ONE!

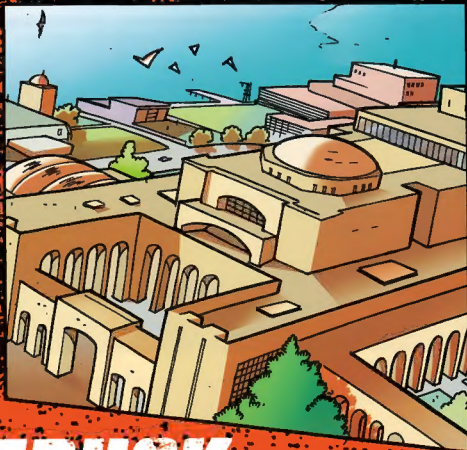






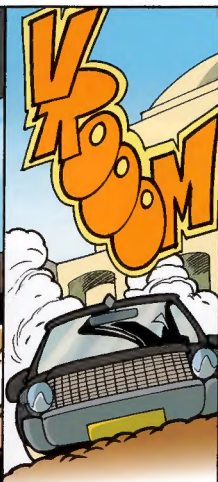


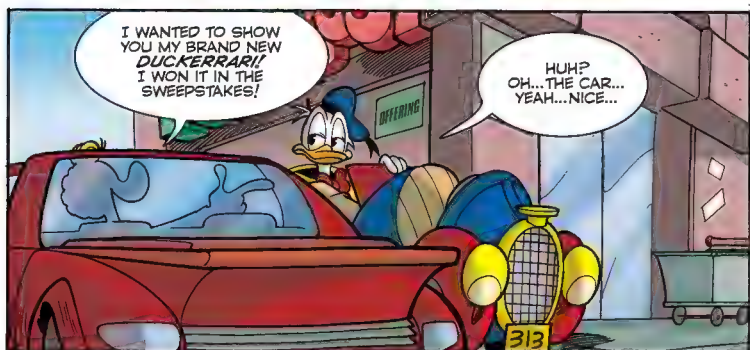
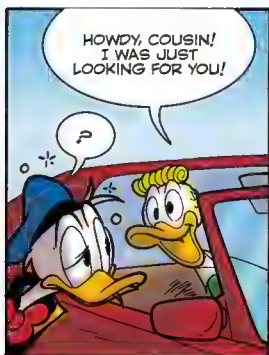
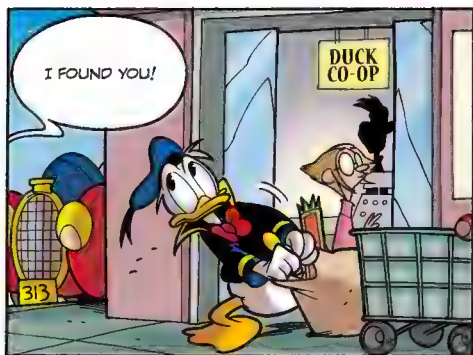
WALT DISNEY

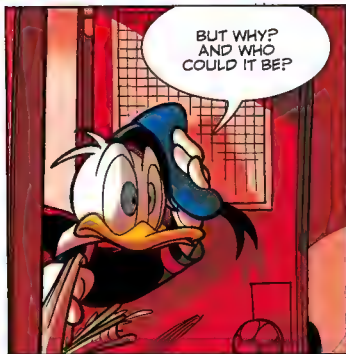
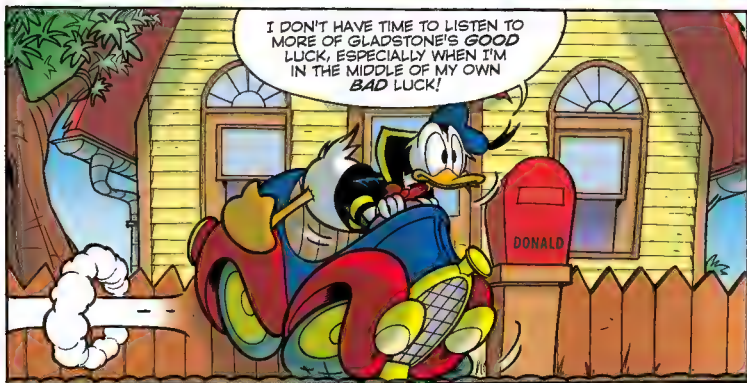
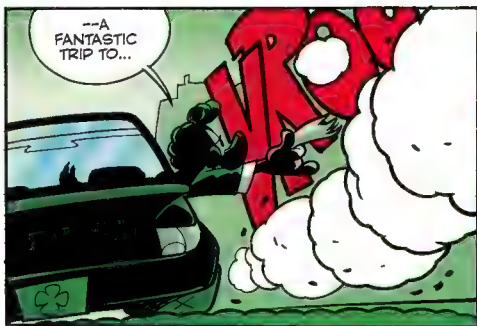


# DOUBLEDUCK TOTAL RESET BUTTON

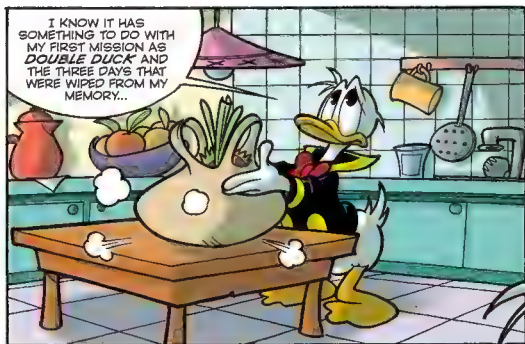








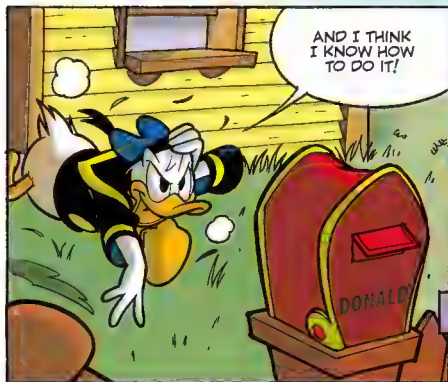
\*SEE DONALD DUCK &  
FRIENDS 355 - C.B.



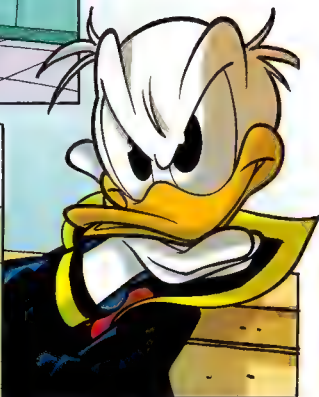
I KNOW IT HAS  
SOMETHING TO DO WITH  
MY FIRST MISSION AS  
**DOUBLE DUCK** AND  
THE THREE DAYS THAT  
WERE WIPE FROM MY  
MEMORY...



I HAVE TO REMEMBER  
WHAT HAPPENED.



AND I THINK  
I KNOW HOW  
TO DO IT!

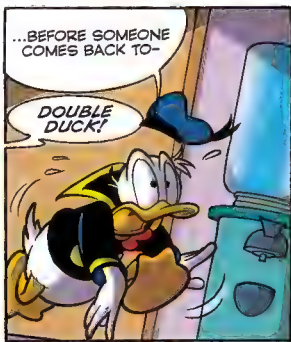
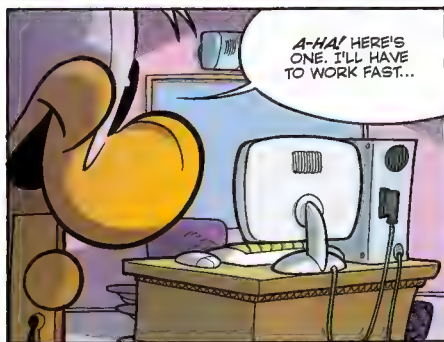
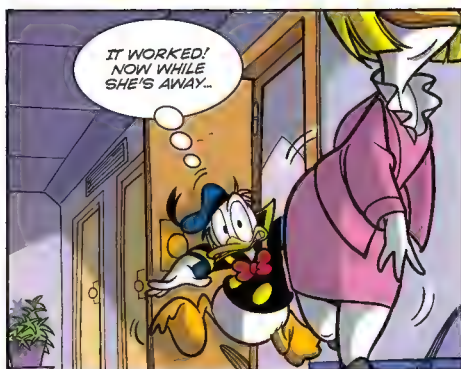
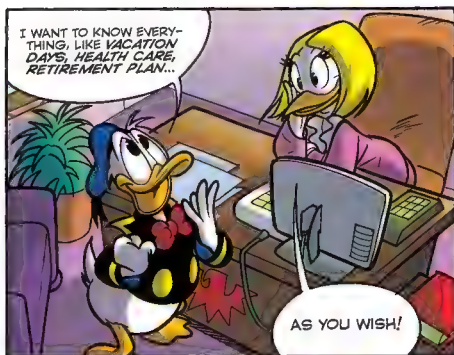


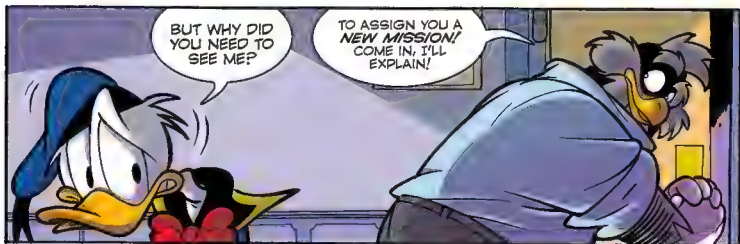
THE AGENCY  
HEADQUARTERS...

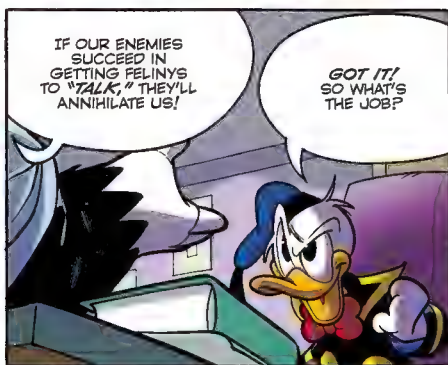
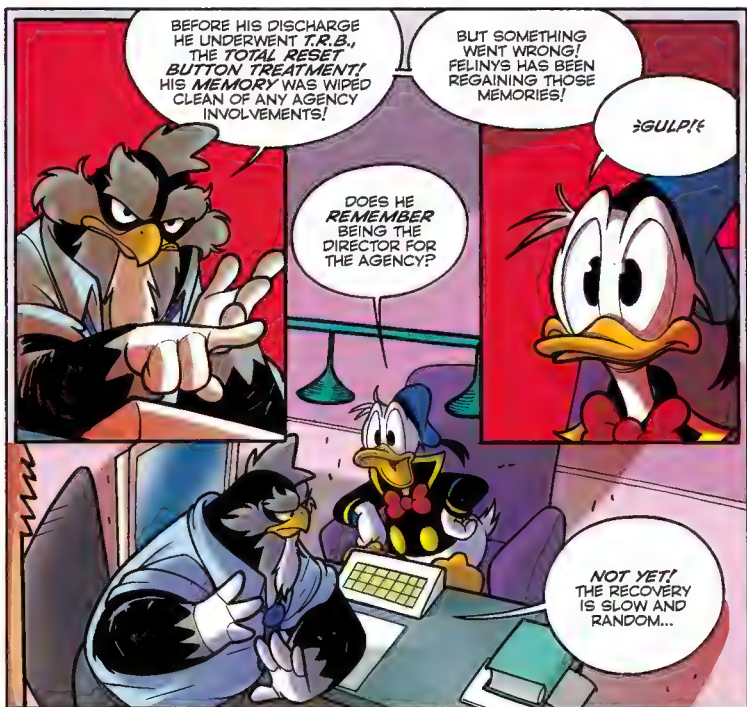


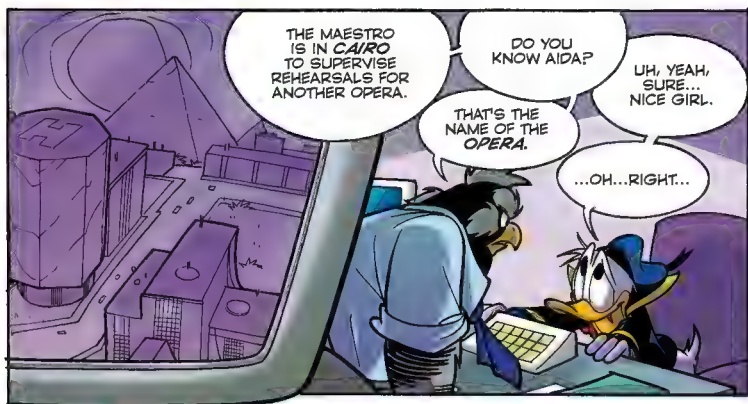
SO, DD, YOU WANT  
TO GO OVER THE  
DETAILS OF YOUR  
SECRET AGENT  
CONTRACT?

YES, PLEASE, LIZ!  
IF IT'S NOT TOO  
MUCH TROUBLE.









THE MAESTRO  
IS IN *CAIRO*  
TO SUPERVISE  
REHEARSALS FOR  
ANOTHER OPERA.

DO YOU  
KNOW AIDA?

UH, YEAH,  
SURE...  
NICE GIRL.

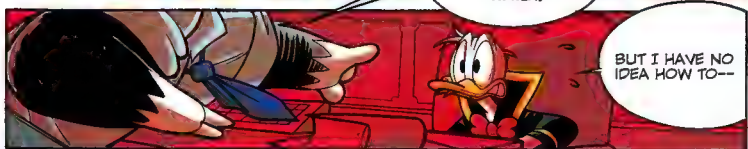
THAT'S THE  
NAME OF THE  
OPERA.

...OH...RIGHT...



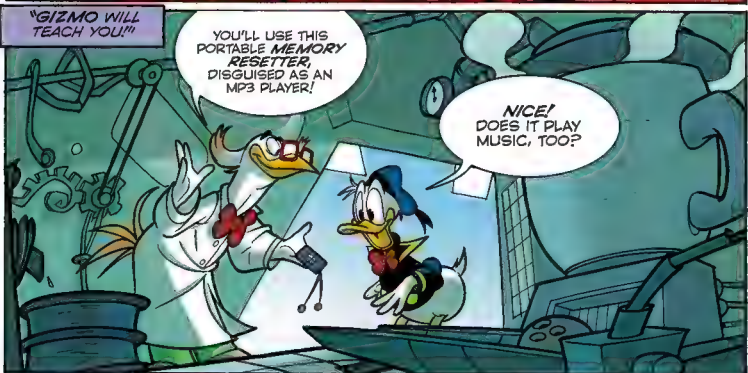
YOUR MISSION IS  
TO GET TO EGYPT  
AND GET CLOSE  
TO FELINYS...

AND HAVE HIM  
UNDERGO AN  
EMERGENCY  
*T.R.B.!*



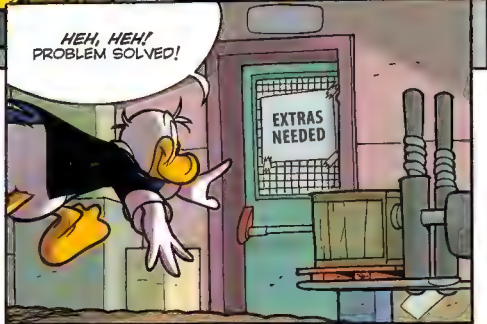
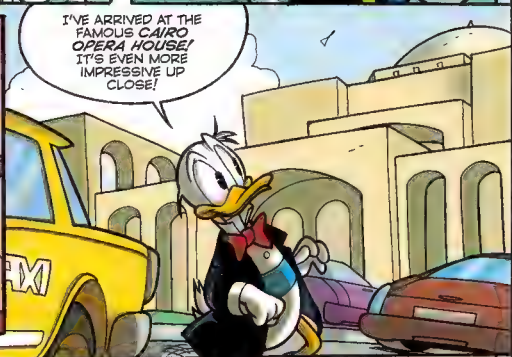
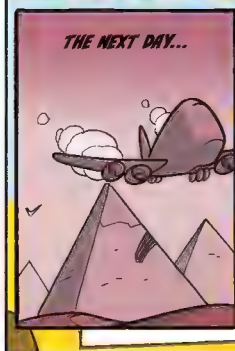
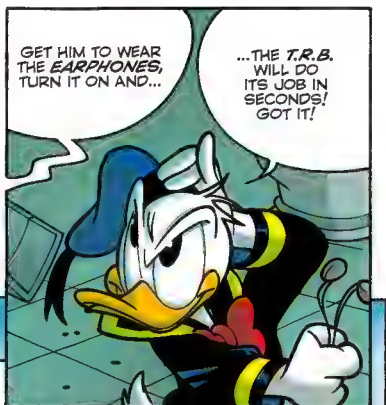
BUT I HAVE NO  
IDEA HOW TO--

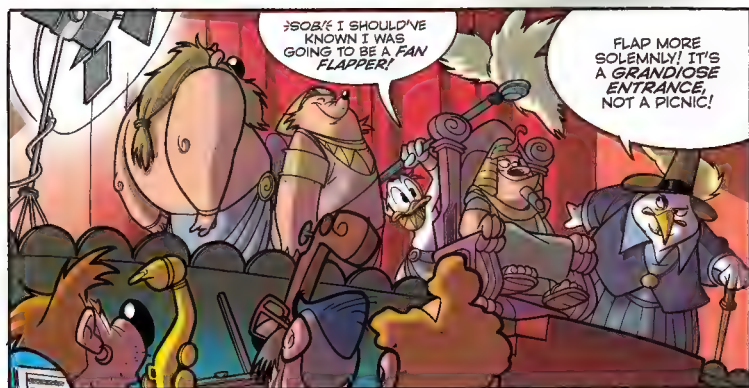
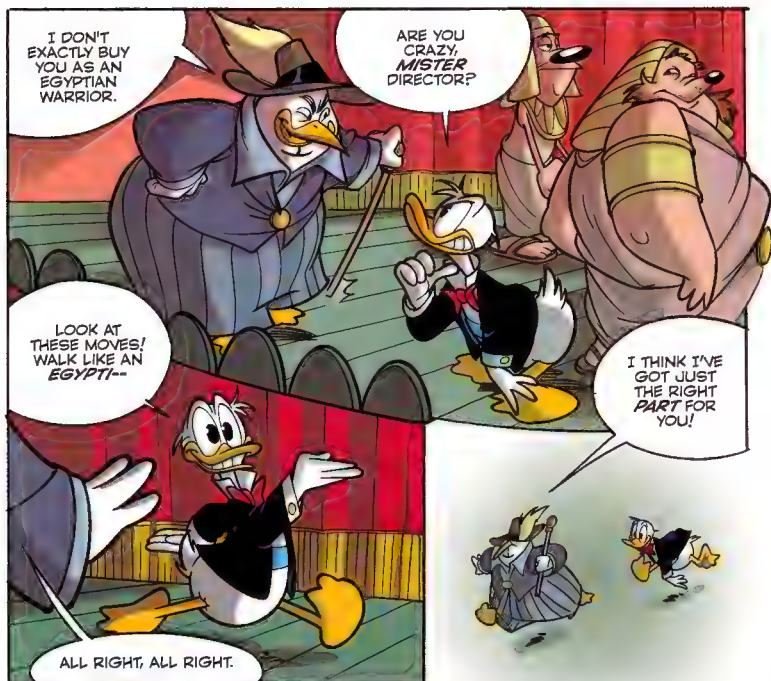
"GIZMO WILL  
TEACH YOU!"

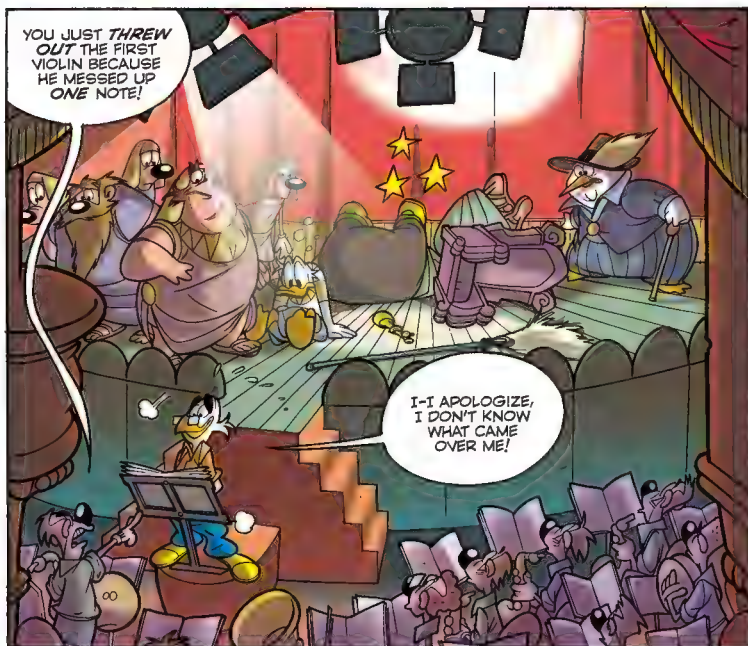
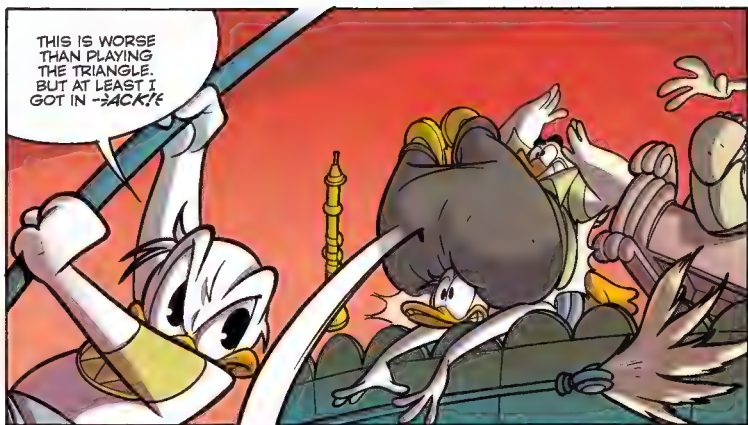


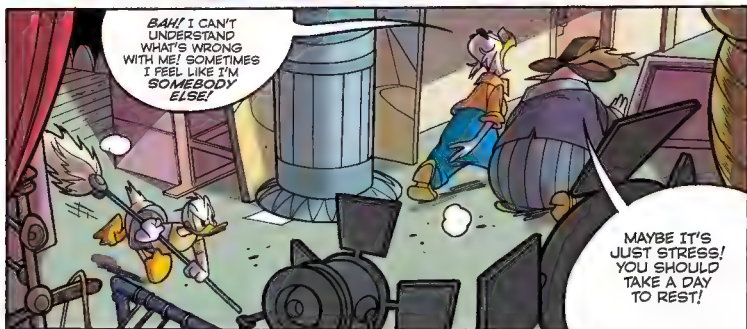
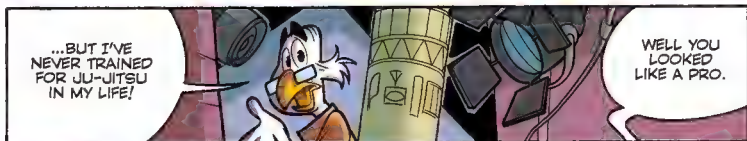
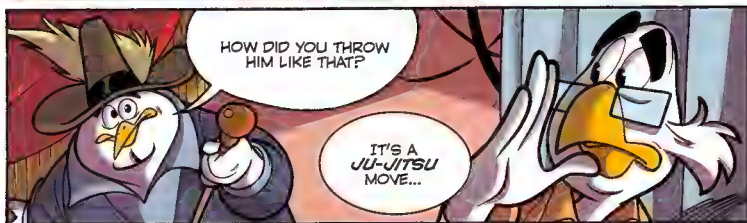
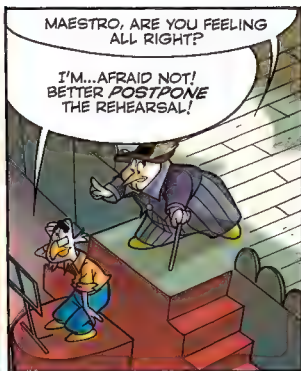
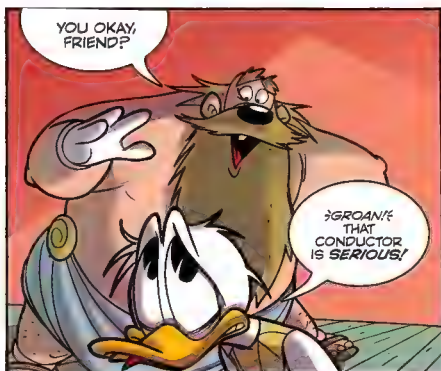
YOU'LL USE THIS  
PORTABLE *MEMORY*  
*RESETTER*,  
DISGUISED AS AN  
MP3 PLAYER!

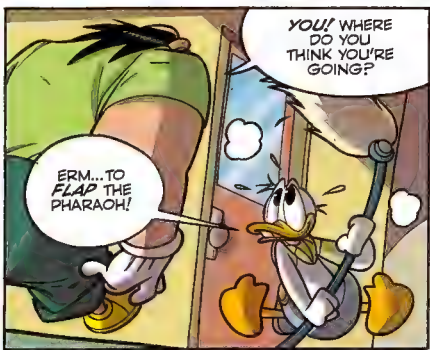
*NICE!*  
DOES IT PLAY  
MUSIC, TOO?

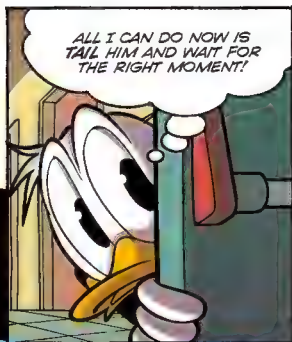
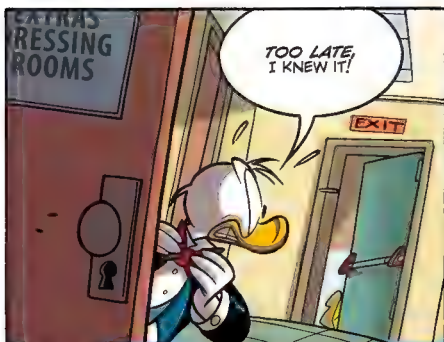






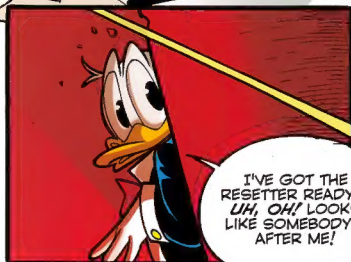






THE EL-GIZA PLAIN.  
THREE HOURS  
LATER...



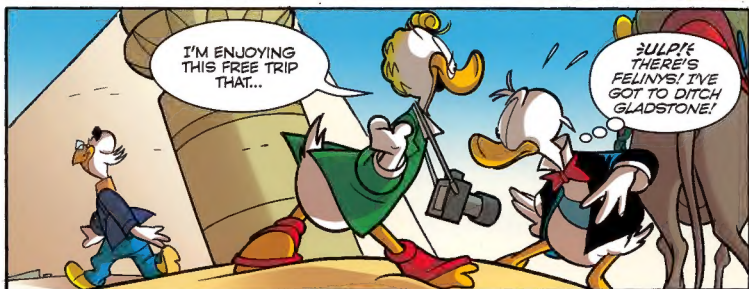
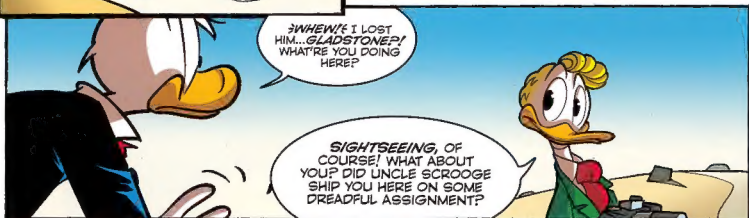
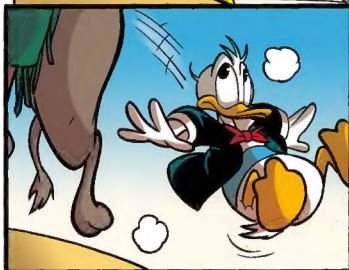


I'VE GOT THE  
RESETTER READY--  
UH, OH! LOOKS  
LIKE SOMEBODY'S  
AFTER ME!



OH, GREAT! THAT  
NEANDERTHAL IS  
SHOOTING AT ME!





**TO BE CONTINUED**

# IT'S ALL ABOUT THE KIDS!

You've probably heard the phrase "the more things change, the more they stay the same." It's a common idiom, though I've never really bought into it. As far as I'm concerned, change is change. Why make it sound stale and boring when there's so much excitement to focus on?

Take me, for example. My name is Christopher Meyer, and I joined the BOOM Kids! editorial team fairly recently. Last year, I was working a desk job much like any other. But here in 2010, I'm helping to create the very comic you hold in your hands. Every day, I collaborate with some of the most talented writers and artists in the industry on some of the world's best-known and best-loved characters, from Mickey Mouse to Buzz Lightyear to Stetler and Waldorf. And every day I get the satisfaction of seeing our efforts translated onto the printed page and enjoyed by fans like you around the world. With change like that, who could possibly think about anything staying the same?

OK, so I haven't joined THAT recently. Eagle-eyed readers may have spotted my

name on a few credits pages over the last few months, or seen my "interesting" attempts at humor in the letters page of WALT DISNEY'S COMICS. So rest easy and know that you're in good hands, gentle reader; trust me when I say, without exaggeration, that I have seen THE INCREDIBLES 25 times. I'm as much a fan as you are.

I don't know why I haven't gotten around to introducing myself until now. Maybe because I'd rather spend my time telling you about all the exciting plans we have coming your way. This month alone, we're proud to debut a gorgeous new FINDING NEMO series, and an exciting new direction for CARS with the release of ADVENTURES OF TOW MATER #1!

Then there's next month, which will debut the brilliant new mini-series MUPPET SHERLOCK HOLMES. Beyond that, September will celebrate an epic anniversary with MICKEY MOUSE AND FRIENDS #300, while October will see two awesome new storylines: "Feathers of Fury" takes Donald back to his classic comedic

roots in DONALD DUCK AND FRIENDS #359, while DARKWING DUCK #5 begins a tale so titanic we could only call it "Crisis on Infinite Darkwings"! But that's nothing compared to 2011, when we'll—whoops, almost let the cat out of the bag. But let's just say longtime Disney fans will not be disappointed!

There's a lot to get excited about here in the BOOM Kids! world—you might even say a lot is changing! So hang out with us over the next few months and check out what we have to offer: I think you'll agree that as more things change, they really don't stay the same.

— Christopher Meyer, Editor

Contact us at:  
boomkids@boom-studios.com  
or via snail mail at:  
BOOM Kids!  
6310 San Vicente Ave. Ste. 404  
Los Angeles, CA 90048

## UPCOMING FROM BOOM KIDS!



Jake Myler, artist of FINDING NEMO

This month, our readers will get an eyeful of your artwork in the pages of FINDING NEMO #1. How did you get the gig?

I've been really lucky to be able to work with BOOM! Studios this year on a lot of different projects. I've been doing a lot of different covers for them, and some coloring. Along the way I've gotten to know a lot of the editors there, and one day I got asked out of the blue if I'd like to work on FINDING NEMO. I didn't hesitate for a second!

What do you enjoy most about illustrating the world and characters of FINDING NEMO?

I love how colorful the characters are — I guess that's a predictable answer when you're dealing with tropical fish, but when I finally get to the coloring part, it's always a ton of fun.

You've established yourself as a real double threat by both drawing and coloring. What do you like most about each form of art?

It's kind of spoiling me right now because I'm both drawing and coloring the comic and get to see each page from beginning to end. In

## CREATOR OF THE MONTH

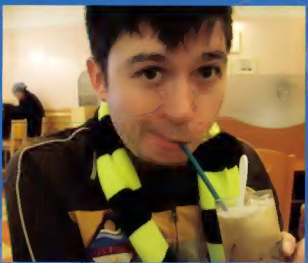
drawing it, I love the freedom of expression and just getting to set it all up! Drawing's the most fun part. Also I get the added bonus on this story of not having to worry about getting too finicky since I don't have to worry about a colorist trying to figure out what I drew. And as far as coloring, I just love how it really brings the characters to life, especially these guys since they're all so bright.

You've worked on covers for a wide variety of BOOM Kids! titles and characters. Who have been your favorite characters to work on, and why?

I think it's been DARKWING DUCK, mostly because I'm a fan of that series. I did a few covers for future issues, so I'm pretty excited to see when they appear! I also did a bunch of covers for DISNEY'S HERO SQUAD, which I didn't know about when I got the project, but then quickly became a fan of it. It's been really great drawing these well-known Disney characters taking on superhero roles!

What other Disney/Pixar characters are you itching to illustrate?

If Boom ever makes a BOLT comic book I want first dibs! I really loved the way everything was rendered and would love to see it in comic form!



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KATE HAYDEN - EXECUTIVE ASST.  
BRIAN LATIMER - GRAPHIC DESIGNER  
ERIKA TERRIQUEZ - GRAPHIC DESIGNER

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